# Monkeys in Lab Coats

Automating Failure Testing Research at



The whole is greater than the sum of its parts.

Aristotle[Metaphysics]

#### The Professor



#### The Practitioner

#### **Peter Alvaro**

**Kolton Andrus** 

Ex-Berkeley, Ex-Industry

Assistant Prof @ Santa Cruz

Misses the calm of PhD life

Likes prototyping stuff

Ex-Netflix, Ex-Amazon

'Chaos' Engineer

Misses his actual pager

Likes breaking stuff

#### Measures of Success

Academic Industry

H-Index Availability (i.e. 99.99% uptime)

Grant warchest Number of Incidents

Department ranking Reduce Operational Burden

An Unlikely Team?

# NETFLIX

Fail U re as 92 2-8-18-32-21-9-2

a Se<sup>2</sup> rvice

# Works Great!

but ... it's manual

Surely there is a better way ...



Free lunch?

# The End?

(Academia + Industry)

# Let's build it

"Can we, pretty please?"

# Freedom and Responsibility



## Responsibility

Academic Industry

Prove that it works

Show that it scales

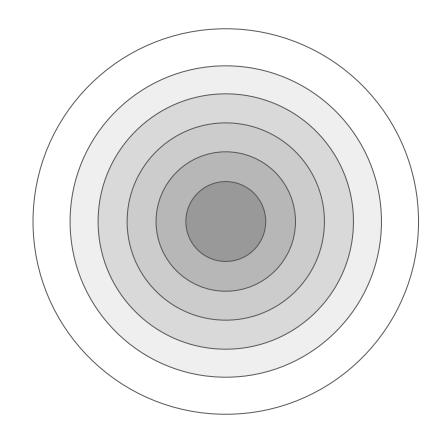
Find real bugs

# The Big Idea

# Lineage Driven Fault Injection

## What could *possibly* go wrong?

Consider computation involving 100 services



Search Space: 2<sup>100</sup> executions

#### "Depth" of bugs

Search Space: 100 executions

Single Faults

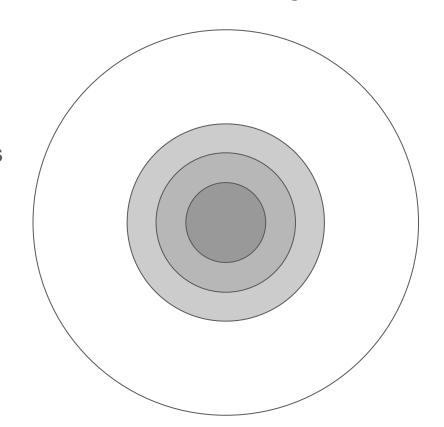
## "Depth" of bugs

Search Space: 3M executions

Combination of 4 faults

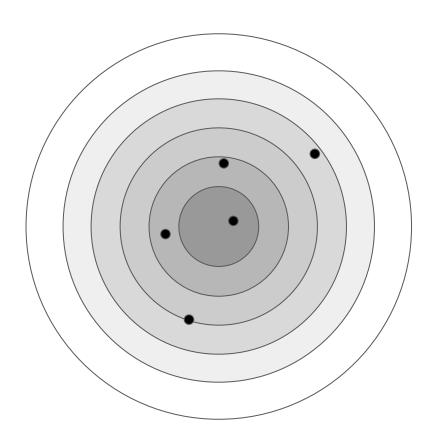
## "Depth" of bugs

Combination of 7 faults



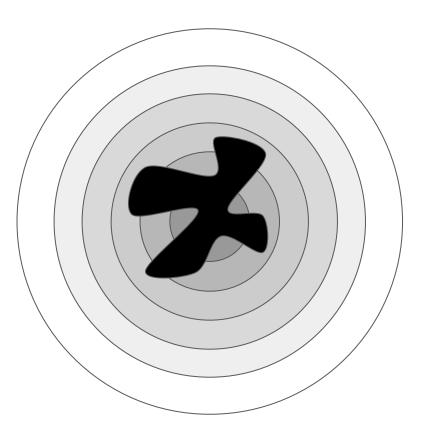
Search Space: 16B executions

#### Random Search



Search Space: 2<sup>100</sup> executions

## Engineer-guided Search



Search Space: ???

## Fault-tolerance "is just" redundancy

#### **Lineage-driven Fault Injection**

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#### **ABSTRACT**

Failure is always an option; in large-scale data management systems, it is practically a certainty. Fault-tolerant protocols and components are notoriously difficult to implement and debug. Worse still, choosing existing fault-tolerance mechanisms and integrating them correctly into complex systems remains an art form, and programmers have few tools to assist them.

We propose a novel approach for discovering bugs in fault-tolerant data management systems: lineage-driven fault injection. A lineage-driven fault injector reasons backwards from correct system outcomes to determine whether failures in the execution could have prevented the outcome. We present MOLLY, a prototype of lineage-driven fault injection that exploits a novel combination of data lineage techniques from the database literature and state-of-the-art satisfiability testing. If fault-tolerance bugs exist for a particular configuration, MOLLY finds them rapidly, in many cases using an order of magnitude fewer executions than random fault injection. Otherwise, MOLLY certifies that the code is bug-free for that configuration.

enriching new system architectures with well-understood fault tolerance mechanisms and henceforth assuming that failures will not affect system outcomes. Unfortunately, fault-tolerance is a global property of entire systems, and guarantees about the behavior of individual components do not necessarily hold under composition. It is difficult to design and reason about the fault-tolerance of individual components, and often equally difficult to assemble a faulttolerant system even when given fault-tolerant components, as witnessed by recent data management system failures [16, 57] and bugs [36, 49].

Top-down testing approaches—which perturb and observe the behavior of complex systems—are an attractive alternative to verification of individual components. Fault injection [1, 26, 36, 44, 59] is the dominant top-down approach in the software engineering and dependability communities. With minimal programmer in vestment, fault injection can quickly identify shallow bugs caused by a small number of independent faults. Unfortunately, fault injection is poorly suited to discovering rare counterexamples involving complex combinations of multiple instances and types of faults (e.g., a network partition followed by a crash failure). Ap-

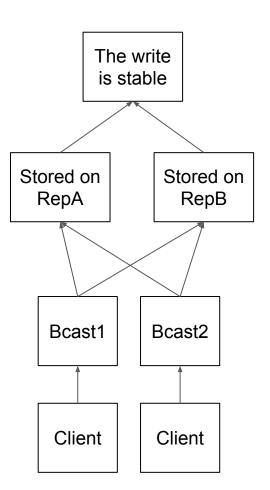
How do we find the redundancy?

Could a bad 'thing' ever happen?

Why did a good 'thing' happen?

Why did a good thing happen?

Consider its *lineage*.



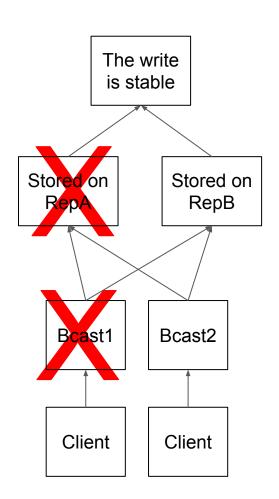
Why did a good thing happen?

Consider its *lineage*.

What could have gone wrong?

Faults are *cuts* in the lineage graph.

Is there a cut that breaks all supports?



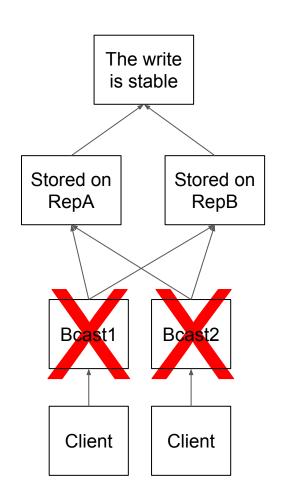
Why did a good thing happen?

Consider its lineage.

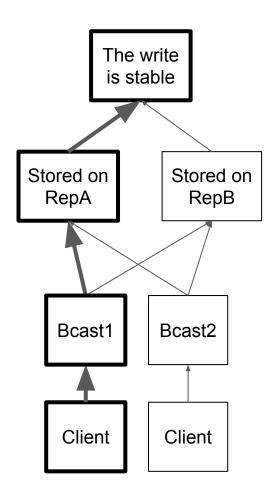
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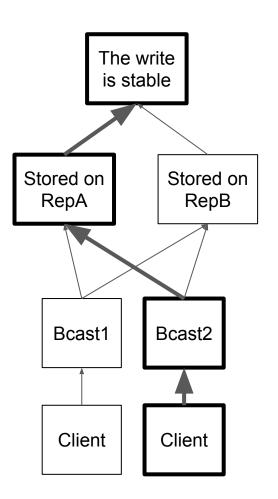


(RepA OR Bcast1)



(RepA OR Bcast1)

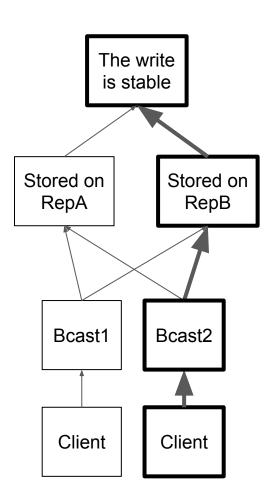
AND (RepA OR Bcast2)



(RepA OR Bcast1)

AND (RepA OR Bcast2)

AND (RepB OR Bcast2)

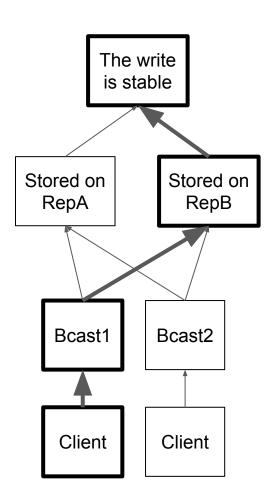


(RepA OR Bcast1)

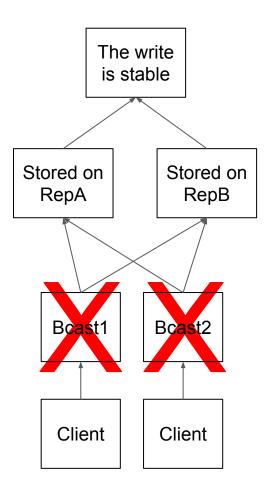
AND (RepA OR Bcast2)

AND (RepB OR Bcast2)

AND (RepB OR Bcast1)

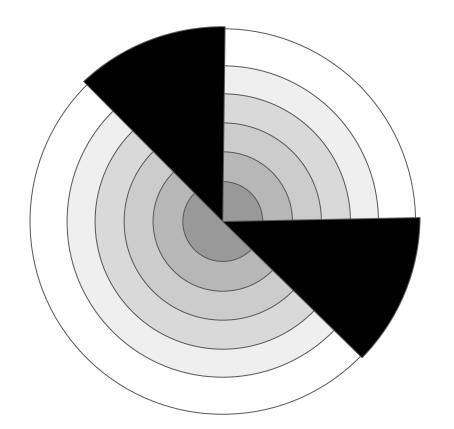


Hypothesis: {Bcast1, Bcast2}



#### Search Space Reduction

Each Experiment finds a bug, OR

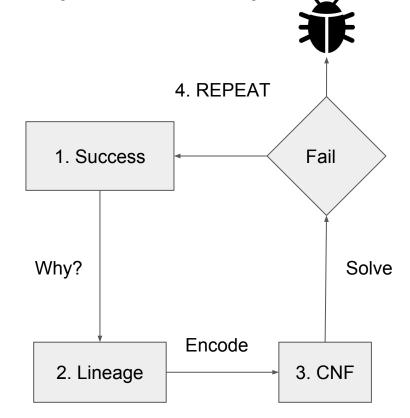


Reduces the Search space

## The prototype system "Molly"

#### Recipe:

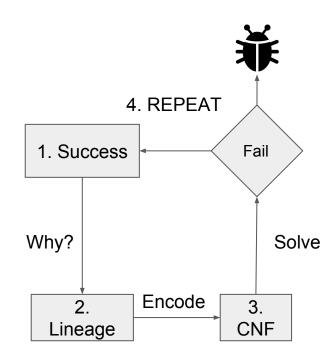
- Start with a successful outcome. Work backwards.
- 2. Ask why it happened: Lineage
- 3. Convert lineage to a boolean formula and solve
- 4. Lather, rinse, repeat



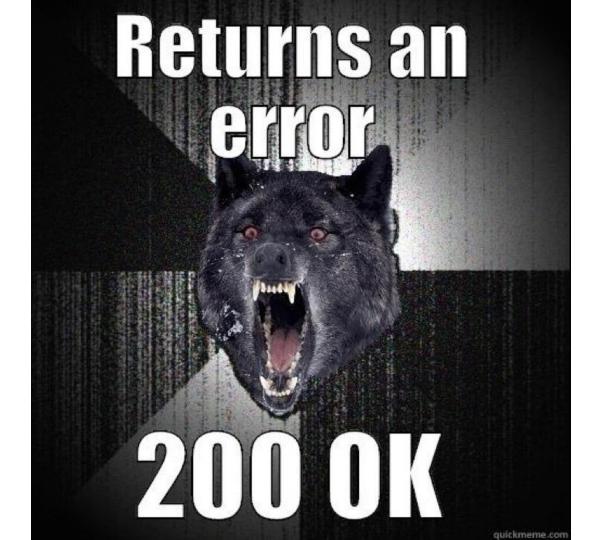
# The Big Idea

Meets Production

#### 1. Start with a successful outcome



What is success?



# "Start with the customer and work backwards"

amazon Leadership Principle



#### NETFLIX

Unable to connect to Netflix. Please try again or visit:

www.netflix.com/tvhelp

Try Again

Exit

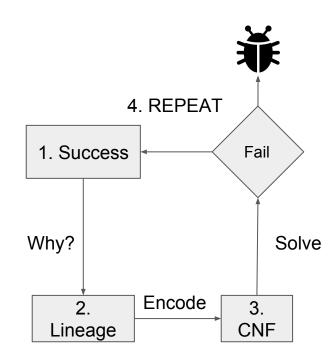
ui-200



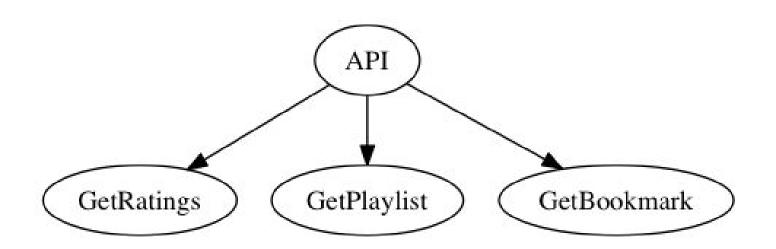
### Lesson 1

Work backwards from what you know

# 2. Ask why it happened

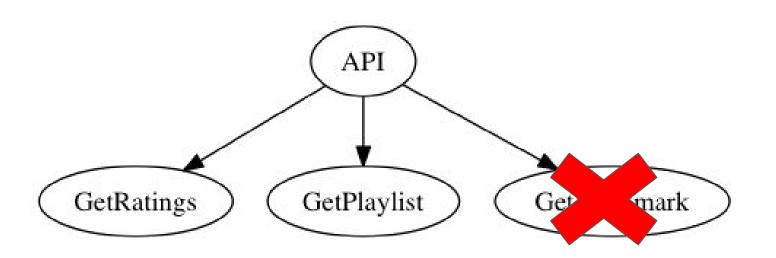


#### Request Tracing

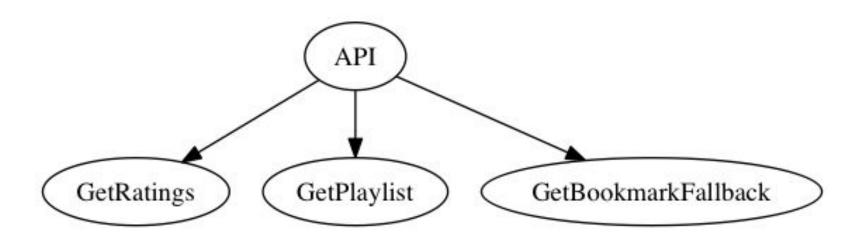


# GAME

#### Request Tracing



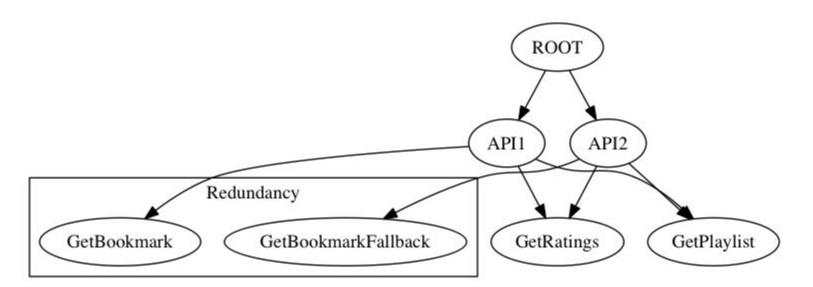
#### **Alternate Execution**



#### **Evolution over time**



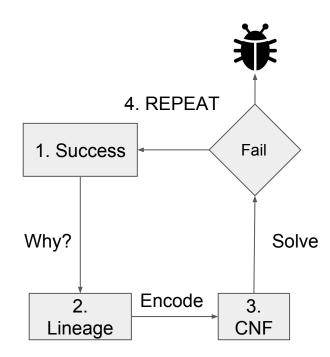
#### Redundancy through History



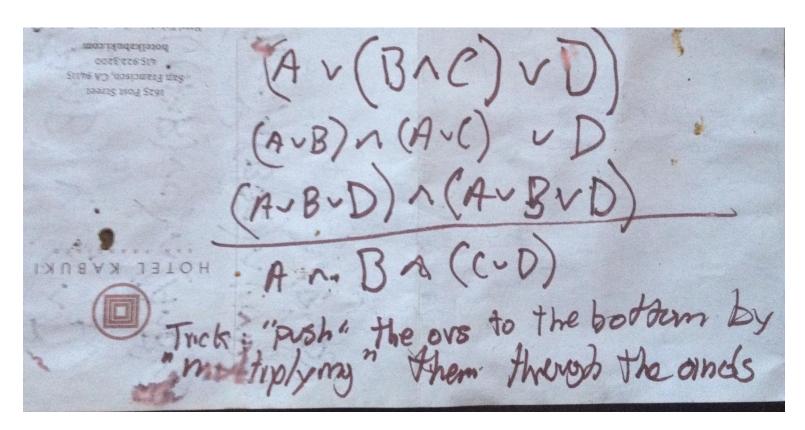
## Lesson 2

Meet in the middle

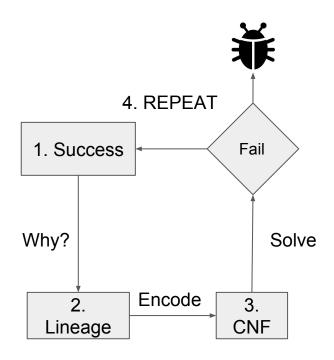
# 3. Solve



#### A "small" matter of code



# 4. Lather, Rinse, Repeat





Turn the crank, right?

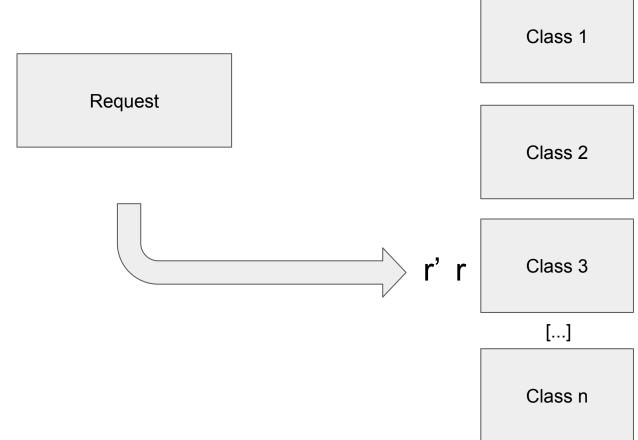
#### Idempotence





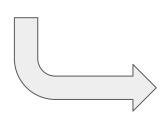
# GAME

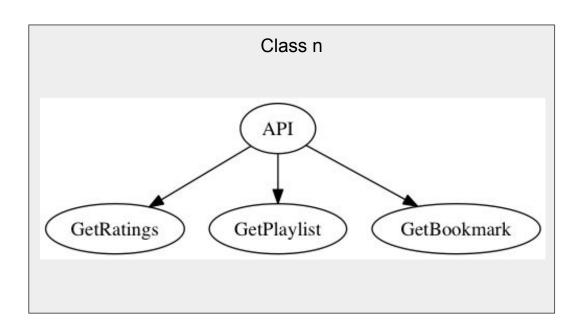
#### Bins and Balls



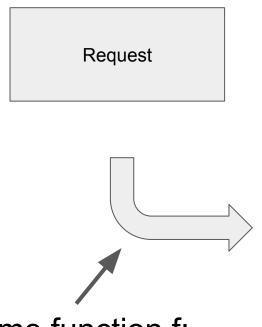
#### **Predicting Request Graphs**



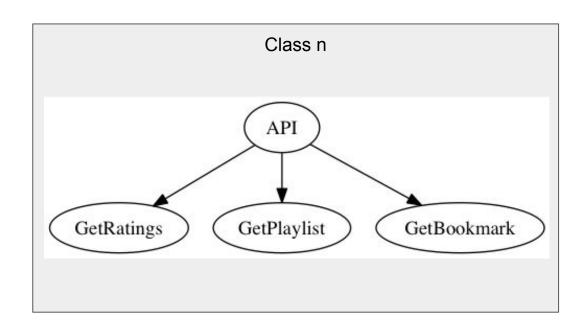




#### **Predicting Request Graphs**

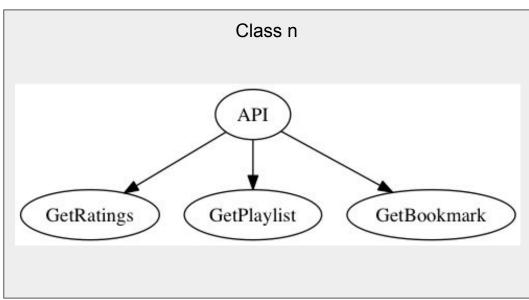


Some function f: Requests → Classes

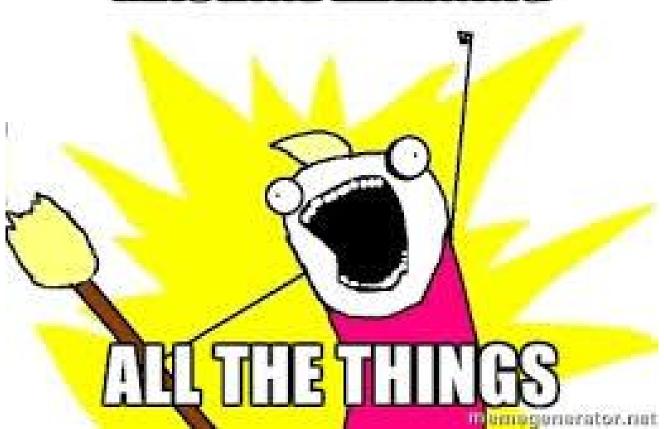


#### **Predicting Request Graphs**





# 



# or the Failure Testing one?

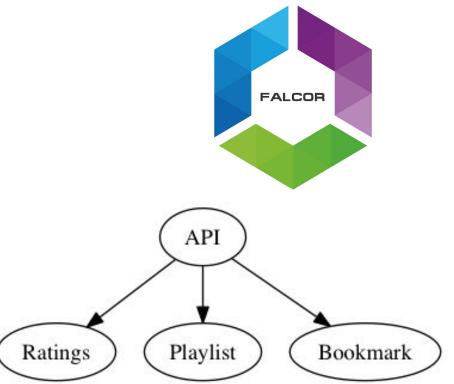
Solve the Machine Learning problem?

Simplest thing that will work?

Falcor Path Mapping

```
["bookmarks", "recent"]
["playlist", 0, "name"]
["ratings"]
=>
```

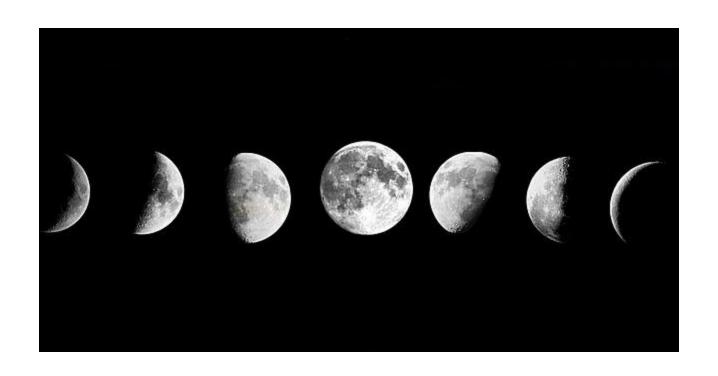




### Lesson 3

Adapt the theory to the reality

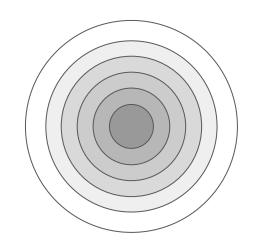
#### Many moons passed...



## Does it work?

# YES!

#### Case study: "Netflix AppBoot"



Services	~100
Search space (executions)	2 <sup>100</sup> (1,000,000,000,000,000,000,000,000,000)
Experiments performed	200
Critical bugs found	11

#### **Future Work**

Search prioritization Richer device metrics

Richer lineage collection Request class creation

Exploring temporal Better experiment selection interleavings

# DISORDERLY



**LABS** 

#### **Current Team**



Peter Alvaro Principal Investigator

Peter Alvaro is an Assistant Professor of Computer Science at UC Santa Cruz. He earned his PhD at UC Berkeley, where he was advised by Joe Hellerstein.



Kamala Aspiring MI Wizard

Kamala started her PhD at UCSC in Fall, 2015. Her interests include reasoning about large scale distributed systems and applied machine learning, specifically how and when we might be able to apply machine learning effectively to understand complex systems better.



#### Kathryn Dahlgren Resident Koder Kat

Kathryn is a PhD student in Computer Science at UCSC. Her interests orbit research and developments in databases and distributed systems.



Tuan Kohd Wizard In Training

Tuan is a CS Ph.D student at UCSC, whose interests are in distributed systems and machine learning



Nikhil Kini Fault Injector

Operator on the intersection of logic, statistical relational learning, and distributed systems.



#### Ashutosh Code Wrangler

Ashutosh is a M.S. student at U.C. Santa Cruz, interested in databases, distributed computing and machine learning.

Read more about Ashutosh.



# GREMLIN INC.

Breaking Things on Purpose

```
Usage: gremlin COMMAND [command-specific-options]
Type "gremlin help COMMAND" for more details:
 attack
               # Run a new gremlin attack
 help
               # List commands and display help
               # Interrupt an active attack, or revert the last impact.
 rollback
               # Show the status of all gremlins or a specific attack.
 status
 syscheck
               # Run a system check.
               # Show version information for the gremlin binary.
 version
root@0a3037ae2bb6:/src/install# gremlin help attack
Usage: gremlin attack TYPE [type-specific-options]
Type "gremlin help attack TYPE" for more details:
 blackhole
               # An attack which drops all matching network traffic
               # An attack which consumes CPU resources
 cpu
               # An attack which adds latency to all matching network traffic
 latency
               # An attack which consumes memory
 memory
 packet_loss # An attack which introduces packet loss to all matching network traffic
root@0a3037ae2bb6:/src/install# gremlin attack cpu
Running cpu gremlin with guid 'b571bf60-7fa9-11e6-b029-a21b8ed525eb' for 15 seconds on 1 core
Attack on cpu_1 completed successfully
Attack successfully completed
root@0a3037ae2bb6:/src/install#
```

root@0a3037ae2bb6:/src/install# which gremlin

root@0a3037ae2bb6:/src/install# gremlin help

/usr/bin/aremlin

#### **Gremlin API**

gremlins		Show/Hide	List Operations	Expand Operations
users		Show/Hide	List Operations	Expand Operations
daemon		Show/Hide	List Operations	Expand Operations
clients		Show/Hide	List Operations	Expand Operations
orgs		Show/Hide	List Operations	Expand Operations
install		Show/Hide	List Operations	Expand Operations
executions		Show/Hide	List Operations	Expand Operations
attacks		Show/Hide	List Operations	Expand Operations
DELETE /at	ttacks			
GET /a	ttacks			
GET /a	ttacks/active			
GET /a	ttacks/completed			
post /a	ttacks/new			
DELETE /at	ttacks/{guid}			
GET /a	ttacks/{guid}			
GET /a	ttacks/{guid}/executions			







#### **Create Attack**

Create a new attack.



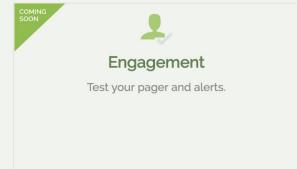
#### **Active Attacks**

View active attacks.



#### Schedules

View scheduled attacks.







ATTACKS CLIENTS USERS kolton Halt All



### CREATE ATTACK

Create or schedule a new attack.



#### Step 2: Choose your Gremlin





packet\_loss

cpu

memory

An attack which adds latency to all matching network traffic

## Step 3: Customize the impact



port

品 device

www.google.com

ipaddress(es)

length

How long to delay ingress packets (millis)

Only impact traffic on this port

Impact traffic over this network interface

Only impact traffic to these hostnames

Only impact traffic to these IP addresses

The length of the attack (seconds)

### Step 4: Target Selection

○ Exact ○ Match ○ Random

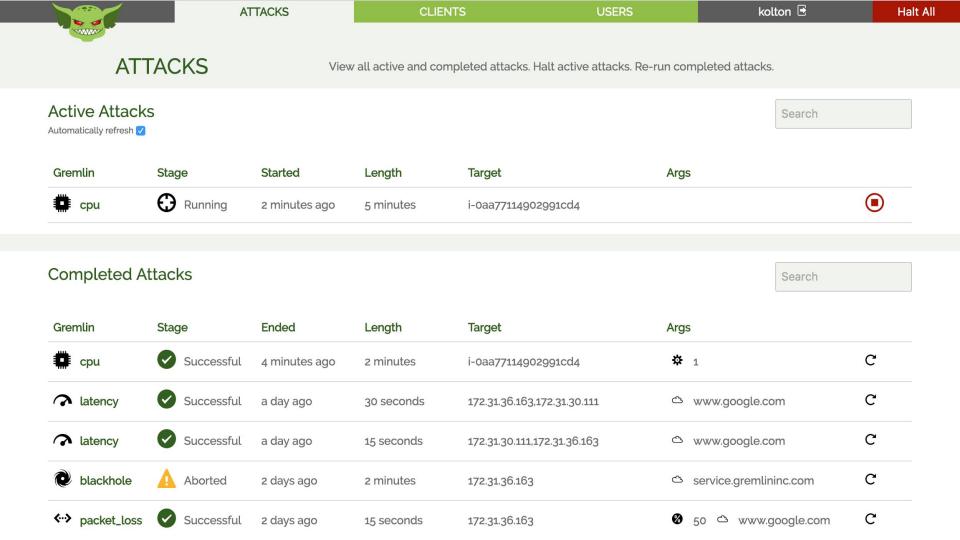
Regular Expression:

foo-service.\*

The failure will be experienced on these hosts.

Cancel

Attack



# Lessons

Work backwards from what you know

Meet in the middle

Adapt the theory to the reality

Academia + Industry

Academia + Industry

Academia \* Industry

# Thank You!

**Peter Alvaro** 

**Kolton Andrus** 

@palvaro

@KoltonAndrus

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kolton@gremlininc.com

# References

- Netflix Blog on 'Automated Failure Testing'
   http://techblog.netflix.com/2016/01/automated-failure-testing.html
- Netflix Blog on 'Failure Injection Testing' techblog.netflix.com/2014/10/fit-failure-injection-testing.html
- 'Lineage Driven Fault Injection'
   <a href="http://people.ucsc.edu/~palvaro/molly.pdf">http://people.ucsc.edu/~palvaro/molly.pdf</a>
- 'Automating Failure Testing Research at Scale' https://people.ucsc.edu/~palvaro/socc16.pdf

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